Darwin's Journey

OCEANIA EXPANSION

The air hangs heavy with the quite novel scent of Oceania, a land of untamed beauty and unique life forms, the culmination of a life's journey. Yet, this paradise harbors dangerous lands and perilous conditions, promising inevitable hazards.

Despite the dangers, Oceania teems with incredible new specimens—discoveries poised to reshape our understanding of life. At bustling ports, exchanging correspondence opens doors to vital knowledge and funding.

Each day, the challenges faced – the misfortunes and dangers – drive us to question and grow. As our voyage nears its end, the wonders and hardships of Oceania promise to reveal profound insights into the origin of the species.

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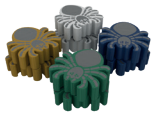
Components

1 Double-sided Oceania Main Board

4 Crew Cards

4 Special Workers (1 per player color)

12 Explorers (3 per player color)


8 Spiders (2 per player color)

4 Special Tents (1 per player color)

4 Key Tokens replacing scoring cubes (1 per player color)

4 Oceania Personal Boards (4 Alfred Boards on the backside)

8 Antidote Tokens

1 Museum Overlay Tile

16 Oceania Specimen Tokens

8 Objective Tiles (4 silver, 4 golden)

2 Correspondence Tiles

16 Oceania Museum Tiles

2 Special Action Tiles

8 Special Placement Tokens

12 Consequence Tiles

2 Discount Tiles

2 Beagle Goal Tiles

13 Hazard Tokens

12 Village Tiles (6 silver, 6 golden)

4 Special Metal Coins

8 Special Stamps (2 per player color)

Expansions

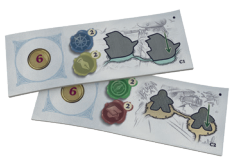
17 Crew Cards

20 Amber Research Tokens

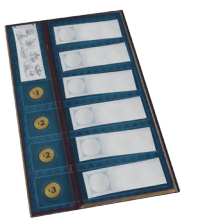
6 Distinction Tiles

15 Chaffinch Tokens

12 Crew Markers


2 Travel Special Action Tiles

24 Fragmented Letter Tiles


1 Special Action Board

Overview

Darwin's Journey: Oceania is an expansion that adds significant depth and new strategic layers to the base game by introducing a new setting, unique specimens, reimagined player boards, and engaging new mechanics centered around exploration and managing the risks of an uncharted territory.

This expansion emphasizes strategic planning and adapting to the challenges and opportunities presented by the new island environment and the hazards you encounter.

Among the new additions are new ways to use Correspondence, interact with Academy, and earn special abilities and victory points from Villages that change from game to game.

Setup

Follow the Main Board and Player Setup steps from the base game with the following changes:

1. Replace the main board, personal boards, Museum tiles, Specimen tokens, and scoring cubes from the base game with their corresponding Oceania components.

2. Shuffle the new Special Action tiles, Objective tiles, Beagle Goal tiles, Correspondence tiles, and Crew Cards ▲ into their corresponding base game sets.

3. When setting up the Oceania Specimen tokens, ensure that each Specimen token is showing the Hazard icon . As in the base game, do not place a Specimen token on locations marked for more players than are currently playing.

4. When placing Wax Seals in the Academy, draw 3 additional Wax Seals to fill in the new top row of the Academy. Place the Special Wax Seals (purple) in a face up pile next to the main board.

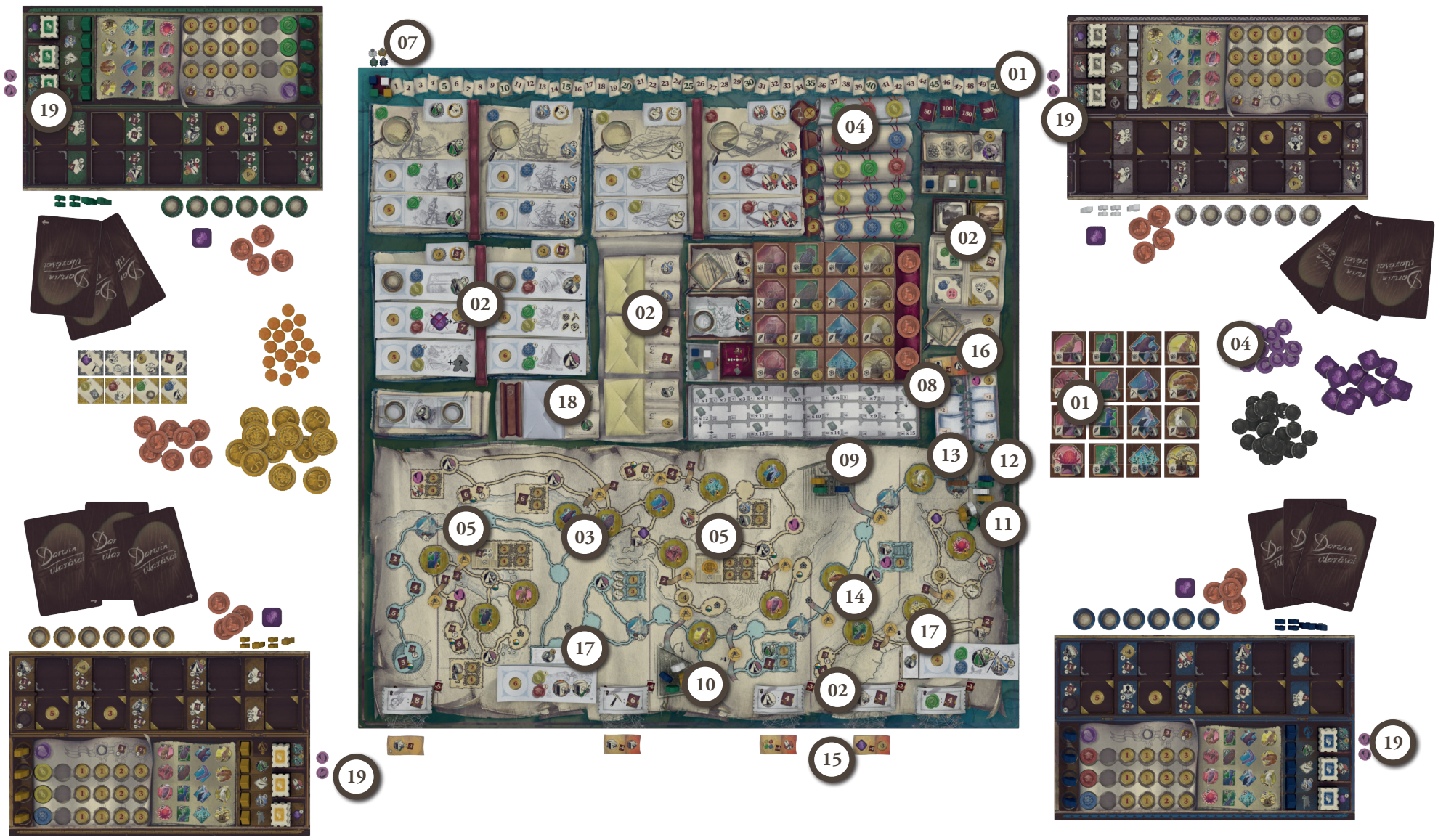
5. Shuffle the silver and golden Village tiles separately. Place 1 golden Village tile face up onto the golden Village location and 1 silver Village tile face up onto the silver location on the map. Return the remaining Village tiles to the box.

6. The Special Tents, Special Stamps, Special Workers, Special Coins, and Special Placement tokens are each used with a specific silver Village tile. The Villages are explained in detail on page 4.

7. Place a Spider (from now on called Spider marker) of each player color next to the victory point track.

8. Place a Spider (from now on called Hazard marker) of each player color on the top left-most space of the Hazard track.

9. Place an Explorer of each player color in the Post Office on the Ocean track.



10. Place an Explorer of each player color in the University on the Ocean track.

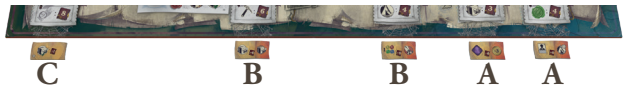
11. Place an Explorer of each player color on the starting location of the right-most Island track.

12. Place a Ship of each player color in the right-most position of the Ocean track.

13. Place the HMS Beagle token on the right-most Beagle location on the Ocean track.

14. Place a Hazard token over each ribbon with a spider icon on the Ocean and Island tracks. Do not place a Hazard token on locations marked for more players than are currently playing. Return the remaining Hazard tokens to the box.

15. Sort the Consequence tiles into three stacks by the letters (A-B-C) on their backs. Shuffle each stack separately. Place a tile from each stack face up onto the spiderweb locations at the bottom of the main board as shown. Return the remaining Consequence tiles to the box.



16. Take the right-most Consequence tile and place it above the Hazard track, this will be the current Consequence tile for the first round of the game.

17. Draw 2 of the unused Special Action tiles from the box and place them face up onto each of the two Special Action spaces on the map. Place the -2 Discount tile next to the Special Action Tile on the first Island track. Place the -3 Discount tile next to the Special Action Tile on the Ocean track. Place both Discount tiles with the unlock action face up.

18. Randomly select 5 of the unused Correspondence tiles, shuffle them face down, and place them in a face up stack in the new Correspondence space on the main board.

19. Each player selects one Objective bonus and one empty Stamp stack bonus on their personal board to be replaced by Antidotes in this game. Cover each player's chosen bonuses with an Antidote token. Players do not need to select the same bonuses.

For your first game, we suggest covering these 2 bonuses.

Oceania Map

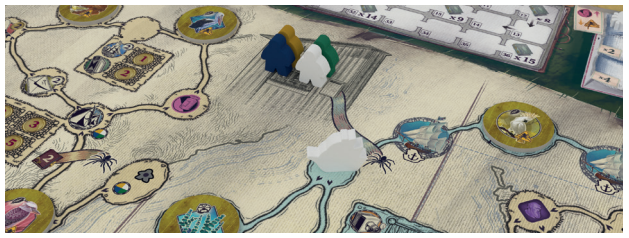
The Oceania map has several new locations and four different Island tracks. All but the first Island track must be reached in the same manner as the base game. Explorers are never allowed to move from one Island track to another. Once an Explorer reaches the end of an Island track, it cannot proceed any further.

The Oceania map is explored from right to left.

Post Office

Each player has an Explorer located in the Post Office on the Ocean track. Once unlocked, these Explorers become Employees that grant access to a new Envelope location. The Correspondence tile on the new Envelope changes at the end of each round.

When a player's Ship passes the silver ribbon connecting to the Post Office, **move their Explorer from the Post Office to the horn icon next to the new Envelope**.

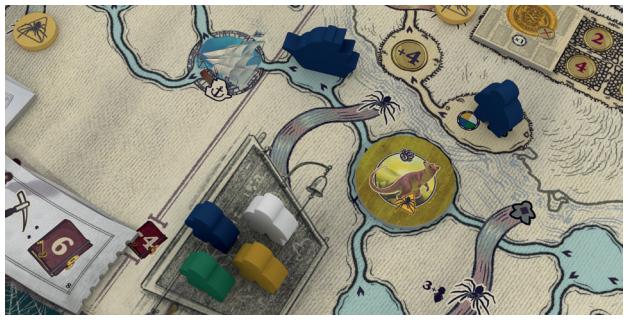


When performing a Correspondence action, players with their Employee next to the new Envelope, **may place Stamps** on both the new Envelope and **one** regular Envelope.

The new Envelope is only available to players who have unlocked their Employee.

University

Each player has an Explorer located in the University on the Ocean track. Once unlocked, these Explorers become Professors that grant access to a new Scroll row at the top of the Academy.



When a player's Ship passes the silver ribbon connecting to the University, move their Explorer from the University to the bell icon next to the Scroll row at the top of the Academy.

Players with their Professor in the Academy have access to this top row and may choose exactly one Wax Seal from the top row when performing Academy actions. **Players may only ever take one Wax Seal from the top row per turn**, even when performing multiple Academy actions on the same turn. A Professor in the Academy does not give players the option to gain an extra Wax Seal.

There is **no Coin penalty** for taking a Wax Seal from the top row or for placing a Wax Seal from the top row onto a player's personal board.

The Scroll row at the top of the Academy is only available to players who have unlocked their Professor.

Village Campsites

There are two Villages on the map where players may perform an Establish Campsite action. Each player may place 1 Tent in each Village. Villages **are not the same as Campsites**, and players may only place a Tent in a Village when their Explorer stops on that location.

Tents in Villages can **never** be reactivated.

There are two types of Villages: silver Villages which are resolved immediately and golden Villages which are resolved during final scoring.

Silver Villages

1 Gain 1 Special Coin and place it next to your player board. When performing any action, you may discard this Special Coin to ignore **a single Coin cost or penalty** associated with that action.

2 Gain the 2 Special Stamps in your player color. When performing a Correspondence action, you may use your Special Stamps in place of your regular Stamps. Each Special Stamp **counts as 1 regular Stamp when placed and 2 regular Stamps when resolving the Correspondence majorities**. Double any rewards you gain from Envelopes with your Special Stamps. Placing both Special Stamps on the same Envelope **does not double the reward twice**.When discarding Stamps, you must discard your Special Stamps before discarding your regular Stamps. Each Special Stamp **counts as 1 regular Stamp when discarding Stamps**. Remove any discarded Special Stamps from the game.

3 Gain the Special Tent in your player color and place it next to your personal board. During a future Establish a Campsite action, you may place your Special Tent instead of a regular Tent onto any **non-Village** Campsite and gain the Campsite benefit twice.

4 Gain 2 Special Placement tokens. When placing a worker, you may discard 1 of these tokens to place the worker **onto any already occupied Lens location** (including personal Lens locations). **You do not have to pay the placement penalty**. If placing on an opponent's personal Lens, that opponent still gains 1 Coin from the supply.

5 During Setup, after drafting Crew cards, take the Crew cards that were discarded by each player and place them face up next to the main board. If playing with the First Play Setup, after distributing the Crew cards to each player, reveal Crew cards equal to the number of players and place them face up next to the main board.

When this Village is activated, immediately perform all the Crew actions on one of the face up Crew cards next to the main board without meeting its requirements. Flip over the Crew card to indicate that it has been used.
These Crew cards may only be activated by placing a Tent in this Village.

6 Gain the Special Worker in your player color. The Special Worker may be used once per game on any location without paying a placement penalty or having to meet the seal requirements. The Special Worker has both the silver and golden distinctions. All other placement rules still apply.

Golden Villages

7 During final scoring, gain victory points equal to the number of Book Multipliers you have achieved on the Theory of Evolution track.

8 During final scoring, gain 2 victory points for each Specimen you have researched.

9 During final scoring, gain 1 victory point for each Wax Seal (including special Wax Seals) on your personal board.

10 During final scoring, gain 3 victory points for each of your placed personal Lens tokens.

11 During final scoring, gain 3 victory points for each Tent you have on the map.

12 During final scoring, gain 2 victory points for each of your completed objectives.

Map Lens Locations

There are two locked Lens locations on the map that can only be unlocked when a player's Ship or Explorer lands on them. **These two locations cannot be unlocked by any other means**.

When a player's Ship or Explorer stops on one of these two Lens locations, they may use the unlock action (shown on the Discount tile) to immediately unlock the adjacent location. They may not use this action to unlock any other locked Lens locations. The Coin penalty is reduced by the amount shown on the Discount tile.

After performing the regular steps to unlock the Lens location, flip over the Discount tile and place it face down over the Wax Seal requirements on the Special Action tile.

On future turns, any player whose respective Ship or Explorer has reached or passed this Lens location may place a worker on this Lens location with no Wax Seal requirements.

In all other respects, unlocked Lens locations on the map are treated the same as any other unlocked Lens location.

There is no immediate effect if a player's Ship or Explorer stops on one of these two Lens locations after they have been unlocked.

Ex. The green player's Ship stops on the locked Lens location on the Ocean track. The green player uses the unlock action shown on the -3 Discount tile to unlock the adjacent Special Action tile at a reduced cost of 3 Coins. The green player places one of their personal Lens tokens onto the location and then performs the actions at the location, without placing a worker or meeting the Wax Seal requirements. Finally, the green player flips over the Discount tile and places it over the Wax Seal requirements.

On the yellow player's turn, the yellow player has already passed the Lens location unlocked by the Green player. The yellow player places a worker with no Wax Seal requirements on the Lens location and performs the actions at the location. The green player receives 1 Coin from the supply because the yellow player placed a worker on the Green player's personal Lens.

New Campsite Location

Deliver a Specimen to the Museum. Gain the Coins and the Theory of Evolution track advancements twice.

Hazard Track

Each player has a Hazard marker on the Hazard track indicating how many Hazards they have encountered during each round.

Each advancement beyond the fifth space of the track does not move the player's Hazard marker. Instead the player immediately loses 5 victory points for each advancement.

The current Consequence tile above the Hazard track is resolved during the Reward Phase.

Encounter a Hazard

Each time a player performs an action or gains a reward with a Hazard icon, they encounter a Hazard. When a player encounters a Hazard, they must advance their Hazard marker one step on the Hazard track.

The first player to research each Oceania Specimen encounters a Hazard. Flip over the Specimen tile so that the Hazard icon is no longer showing. Players who research this Specimen in the future will not encounter a Hazard.

The first player to move their Ship or Explorer across a ribbon with a Hazard token, encounters a Hazard. The player gains the Hazard token and places it next to their player board. Players who cross this ribbon in the future will not encounter a Hazard.

Receive an Antidote

Each time a player performs an action or gains a reward with the Antidote icon, they receive an Antidote. When a player receives an Antidote, they may move their Hazard marker back up one step on the Hazard track.

Antidote Lens Location

Players may place a worker onto the Antidote Lens location above the Hazard track to receive an Antidote and gain 1 Coin.

Reward Phase

Players gain rewards in the same manner as the base game with the following changes:

Correspondence Majorities

When resolving the Correspondence Majorities, the new Envelope is resolved last. A player's Special Stamps are always discarded before their regular Stamps when resolving each Envelope. Place discarded Stamps in a shared discard pile next to the main board. Discarded Special Stamps are removed from the game.

Resolve the Consequence Tile

Before scoring the current Beagle Goal tile, resolve the current Consequence tile above the Hazard track. If no player has advanced beyond the starting space on the Hazard track, the Consequence tile is discarded with no effect.

The left side of each A-B Consequence tile shows an item that each player must forfeit 0-5 times, depending on their position on the Hazard track. If a player is unable to forfeit the item shown the required number of times, they immediately lose 4 victory points for each item they cannot forfeit. **Players must forfeit items if they have them.** Players may not choose to lose victory points.

In Oceania, player's victory point markers are never moved backwards due to Consequence tiles. Negative victory points are tracked on the victory point track with each player's Spider marker.

Ex. The Consequence tile requires players to remove an unachieved Objective from their personal board for each step that they've advanced on the Hazard track. The yellow player's Hazard marker is on the fourth step (x4) of the Hazard track. The yellow player must remove 4 unachieved Objectives from their personal board. Since the yellow player only has 2 unachieved Objectives on their personal board, they remove the 2 unachieved Objectives and lose 8 victory points. They move their Spider marker accordingly on the victory point track, to track their negative victory points.

The right side of each A-B Consequence tile shows a one-time reward that may be used by the player who is awarded the tile. Awarding the Consequence tile is explained in detail on page 6.

Each C Consequence tile only shows a consequence in victory points. Each player must forfeit the required victory points 0-5 times, depending on their position on the Hazard track.

Consequence Tiles

1 **Consequence:** discard one of your unachieved Crew cards.
One-time reward: reactivate one of your Tents. You cannot reactivate a Tent in a Village.

2 **Consequence:** discard a Temporary Knowledge token.
One-time reward: gain 3 Coins.

3 **Consequence:** discard 2 Stamps (regular or Special) that you have placed on Envelopes. The Stamps may come from different Envelopes. Place them with the other used Stamps. Discarded regular Stamps may be used again if a player uses all of the Stamps on their personal board. The Special Stamps are removed from the game. If you only have one Stamp, you must lose victory points. Do not forfeit your remaining Stamp.
One-time reward: perform a Correspondence action to place 1 Stamp.

4 **Consequence:** discard 3 Coins. If you have less than 3 Coins, you must lose victory points. Do not forfeit your remaining Coins.
One-time reward: you do not have to pay the placement penalty when visiting an occupied Diary section.

5 **Consequence:** remove a Research token from your personal board.
One-time reward: perform a Navigation action.

6 **Consequence:** remove 1 unachieved Objective from your personal board or from next to your personal board.
One-time reward: take 1 available Objective from the main board.

7 **Consequence:** remove one of your Explorers from the main board. Your Professor and your Employee are considered Explorers. Explorers in the Post Office and the University, that have not been unlocked, are not considered Explorers. If you remove your Explorer from the first Island, after you have unlocked the Special Action tile, you lose access to the tile.
One-time reward: perform an Exploration action.

8 **Consequence:** remove any one Wax Seal from your personal board. This can result in losing one or more of your starting Wax Seals. If removing Was Seals results in any gaps between the Wax Seals, shift them to the left, filling the empty spaces.
One-time reward: perform an Academy action to purchase a Wax Seal.

9 **Consequence:** lose 1 victory point for each Specimen you have researched.

10 **Consequence:** lose 1 victory point for every 2 Wax Seals on your personal board (including Special Wax Seals).

11 **Consequence:** lose 1 Book Multiplier on the Theory of Evolution track.

12 **Consequence:** lose 1 victory point for each of your achieved Objectives.

Award the Consequence Tile

After resolving the current Consequence tile, the player who is furthest down on the Hazard track is awarded the Consequence tile and places it in their player area. In the case of a tie, the Consequence tile is discarded.

The one-time reward on each A-B Consequence tile may be used at any time **on a player's turn.** Once used, A-B Consequence tiles are discarded.

Each Consequence tile remaining in a player's area at the end of the game scores 2 victory points during final scoring.

Cleanup Phase

After performing the regular steps from the base game, perform the following additional steps:

5. Take the rightmost Consequence tile from below the main board and place it in the designated space above the Hazard track.

6. Reset all the Hazard markers to the starting space on the Hazard track.

7. Discard the top Correspondence tile from the stack on the new Envelope to reveal a new face up tile.

When refilling the Wax Seals in the Academy, the new Scroll row at the top of the Academy is now the top-most Scroll row. If there are no more Wax Seals in the reserve when drawing new Wax Seals to fill the Academy, shuffle the discards and then continue to fill the empty spots as usual.

Personal Boards

Oceania contains new personal boards that replace the personal boards from the base game.

The Oceania personal boards can also be used with both the base game and the Fireland expansion to create new strategies and combos.

When using the Oceania personal boards with the base game or the Fireland expansion, replace all the Specimen tokens and Museum tiles from the base game with the Oceania Specimen tokens and Museum tiles. Place the Museum Overlay tile over the Museum on the main board.

If you run out of Research tokens, use any suitable replacement.

New Objective Locations

Deliver 1 Specimen to the Museum if that Specimen's matching Museum tile is not already in the Museum display. You may not deliver more than one Specimen with this action.

Immediately perform all the actions on one of your unachieved Crew cards, without meeting the requirements. Flip over the Crew card to indicate that it has been used.

Immediately take 1 Wax Seal from the rows available to you in the Academy. Do not pay the Coin penalty for taking or placing the Wax Seal. You may only take a Wax Seal from the top row of the Academy if you have unlocked your Professor.

Final Scoring

In addition to the standard endgame victory points, players gain victory points from the golden Village tile if they have placed a Tent, and 2 victory points for each of their remaining Consequence tiles (including the C Consequence tile).

Finally, reduce each player's score by the number of victory points under their Spider marker on the score track.

When scoring points from your personal board, do not score points for the completed Objective where you have the Antidote token.

Each time you unlock a new Lens location, pay 2 Coins less.

Each time you perform the Establish a Campsite action, pay a Coin less to place your Tent.

When scoring the Beagle Goal tile, gain 1 additional victory point for each time that you meet the current goal's condition.

During final scoring, gain 2 victory points for each Specimen you have researched.

During final scoring, gain 2 victory points for each Tent you have placed on the main board.

Select a Museum tile that is already on the Museum display on the main board and place a Research token onto the matching Specimen icon on your personal board. You can Research up to 2 Specimens when performing this action. The first Specimen is free, and the second costs a penalty of 3 Coins.

Return one of your placed Workers to your personal board, placing it next to any open worker row.

New Beagle Goal Tiles

O1 Each player gains 4 victory points for each Explorer they have placed on the board, including their Employee and their Professor. Explorers in the Post Office and the Academy, that have not been unlocked, do not count as Explorers for this scoring.
This tile can also be used with the base game or the Fireland expansion.

O2 Each player gains 3 victory points for each Hazard token they have gained.

New Objective Requirements

The player must have the indicated number of Hazard tokens.

New Special Action Tiles

O1 Gain 1 Temporary Knowledge token and receive an Antidote.

O2 Advance up to 2 steps on the Ocean or Island tracks. The movement may not be split between different Explorers. You **may** ignore Hazards. If you ignore a Hazard, do not gain the Hazard token or flip over the Specimen tile.

New Correspondence Rewards

O1 **1st:** Gain 2 Coins. All other players must advance one step on the Hazard track.
2nd: Gain 2 Coins.

O2 **1st:** Gain 2 Coins. Receive an Antidote.
2nd: Gain 2 Coins.

Solo Mode Rules

Follow the solo rules from the base game with the following changes and additions:

Post Office: Alfred unlocks his Employee following the normal rules. If Alfred has unlocked his Employee, Alfred considers the new Envelope location to be below the third Envelope and the fourth from the top.

University: Alfred unlocks his Professor following the normal rules. If Alfred has unlocked his Professor, Alfred considers the new Scroll row at the top of the Academy to be the cheapest one. If Alfred gains more than one Wax Seal on his turn, he may only take one of them from the new Scroll row.

Village: Alfred places Tents in Villages following the normal rules but does not receive the indicated bonus on either Village type. Instead Alfred's worker moves 3 spaces on the Bonus track. Alfred does not score any victory points for a Tent in a Golden Village during final scoring.

Map Lens Locations: Alfred unlocks the two locked Lens locations on the map following the normal rules.

When Alfred performs this action, Alfred sends a worker to the Special Action tile on the Ocean track, (if unlocked and unoccupied), before going to the Special Action Diary as normal.

When Alfred performs this action, Alfred sends a worker to the Special Action tile on the Island track (if unlocked and unoccupied), before going to the Special Action Diary as normal.

Whenever Alfred uses one of these Special Action tiles, he ignores the action shown and instead moves his worker 3 spaces on the Bonus track.

Hazard Track: Each time Alfred encounters a Hazard, he spends 5 Coins to ignore the Hazard. When Alfred ignores a Hazard, he does not gain the Hazard token or flip over the Specimen tile.

If Alfred is unable to pay, he advances his Hazard marker on the Hazard track as normal (including gaining the Hazard token or flipping the Specimen tile).

Antidotes: Whenever Alfred would gain an Antidote, he gains 3 Coins instead. Alfred's Hazard marker only moves backward on the Hazard track when it is reset during the Reward Phase.

Reward Phase: The negative effects of the Consequence tile do not affect Alfred. Instead Alfred loses 4 victory points for each of his advancements on the Hazard Track. Move his Spider marker along the victory point track accordingly.

If Alfred is awarded the Consequence tile, place it on his draw pile. On Alfred's next turn, before drawing his card, Alfred's worker moves one space on the Bonus track. Discard the Consequence tile.

Modifier Icon: Indicates the number of additional items gained when performing that particular action.

Expansion Modules

There are several additional expansion modules that can be used with Oceania, the base game, or the Fireland expansion.

Special Action Board

This board changes the way Special Action tiles are unlocked.

Setup

1. Place the Special Action Board next to the main board.
2. Shuffle all the Special Action tiles face down and place them in a stack on the designated space on the upper left of the Special Action Board.
3. Draw 2 Special Action tiles from this stack and place them face up on the right and left top-most spaces in the Special Action Diary on the main board. Place neutral Lens tokens on each tile as normal. If you are playing with the Oceania expansion, draw 2 more Special Action tiles and place them on the map as normal.
4. Draw 6 more Special Action tiles from the stack and place them in the 6 designated spaces on the Special Action Board.

Gameplay

When performing an action to unlock a locked Lens location, you may choose to unlock the Lens location on one of the available Special Action tiles on the Special Action Board.

In addition to the normal Coin penalty shown on the tile, you must also pay the Coin penalty shown next to the chosen tile on the Special Action Board, if any.

Place the tile on any available empty space in the Special Action Diary on the main board and perform the remaining regular steps to unlock the Lens location.

You may only choose a tile from the Special Action Board if there is still an empty space in the Special Action diary for the tile to be placed.

Each time a tile is taken from the Special Action Board, shift the remaining tiles up and add a new tile to the lowest space.

Travel Special Action Tiles

These Special Action tiles will change the way your Ship and Explorers move on the map.

C1 Move your Ship to the spot in front of one of your opponent's Ships and perform the indicated action, if any. If your opponent's Ship is on the last space of the Ocean track, you may place your Ship on the same spot. If you cross any ribbons while resolving this action, perform the actions as normal. If playing with the Fireland expansion, you may choose from any of your unlocked Ships on any of the Ocean tracks, however, you may not move a Ship from one Ocean track to another Ocean track.

C2 Move one of your Explorers to the spot in front of one of your opponent's Explorers on the same Island track and perform the indicated action. You may not move an Explorer from one Island track to another Island track. If your opponent's Explorer is on the last space of the Island track, you may place your Explorer on the same spot. If you cross any ribbons while resolving this action, perform the actions as normal.

Fragmented Letters

These letter fragments can be combined to create new Correspondence tiles.

Setup

1. Return the base game Correspondence tiles to the box.
2. Remove the Fragmented Letter tiles with the Antidote and Hazard icons if you are not playing with the Oceania expansion. Remove the Fragmented Letter tiles with the Time icon if not playing with the Fireland expansion.
3. Shuffle the 1° and 2° Fragmented Letters tiles separately.
4. Randomly place a 1° tile and a 2° tile face up onto each of the three Envelopes on the main board.

When placing the Fragmented Letter tiles, the 1° tile must always be the top half and the 2° tile must be the bottom half.

5. If playing with the Oceania expansion, place five 1° tiles face up in a stack on the top half of the new Envelope and five 2° tiles face up on the bottom half.

Return the remaining Fragmented Letter tiles to the box.

Gameplay

Fragmented Letters work exactly like the Correspondence tiles from the base game.

If playing with the Oceania expansion, during the Cleanup Phase, discard the top Fragmented Letter tile from each stack on the new Envelope to reveal two new face up tiles.

New Crew Cards

These new Crew cards will give your workers ongoing and once per round abilities.

Setup

1. Shuffle the new cards into the Crew card deck before dealing them to each player in the Standard Setup.

Gameplay

Players achieve Crew cards in the same manner as the base game, however, some of these Crew cards now give players ongoing abilities or abilities that can be triggered once per round.

These Crew cards are not flipped over when they are achieved. Instead, use the included Crew markers to point at the worker that was used to achieve the Crew card.

These Crew cards are not flipped over when they are achieved. Instead, use the included Crew markers to point at the worker that was used to achieve the Crew card.

When a player wants to activate the effect of a once per round Crew card, rotate the card 90 degrees to indicate that the Crew card has been used in the current round.

As the last step of the Cleanup Phase, reset once per round Crew cards by rotating them back 90 degrees. These Crew cards are now available to be triggered again in the next round.

If an action gives you the option to copy an unachieved Crew card with an ongoing or once per round ability, you may only use the ability once.

C1 During setup, choose one worker to assign this Crew card to and mark it with a Crew marker. This Crew card modifies the Wax Seal row for that worker. The worker begins the game with a Special Wax Seal (purple) but is limited to only two additional Wax Seals during the game. New Wax Seals are still placed onto your personal board following the normal rules.

C2 Each time you move your Evolution marker forward on the Theory of Evolution track, advance your marker two additional spaces.

C3 C8 C10 C16 Once per round, you may assign this Crew card to one of your workers to give them the additional Wax Seal pictured. This Wax Seal may only be used to meet the requirements of an action location. It may not be used for any other purpose.

C4 Once per round, move your Ship up to two spaces along the Ocean track. If you are playing with the Fireland expansion, you may choose any of your available Ships on the main board. You may not split the movement between two different Ships.

C5 Once per round, take 1 Objective from the discard pile.

C6 Once per round, select a Museum tile that is already in the Museum display on the main board and place a Research token onto the matching Specimen icon on your personal board.

C7 Once per round, place up to 2 Stamps on the main board following the normal rules.

C9 You no longer need to pay the Coin penalty when delivering Specimens to the Museum.

C11 Once per round, gain 2 Coins.

C12 Each time you take an available Objective, gain 2 Coins. (If you take an Objective by performing the Gain Objective action on the main board, now gain a total of 4 Coins).

C13 Once per round, move one of your Explorers one space along its corresponding Island track.

C14 Once per round, pay 1 Coin to the supply to gain 1 Temporary Knowledge token.

C15 The placement penalty for visiting an occupied Diary Section is reduced by 1 for the rest of the game. (This discount is cumulative with the discount gained by placing an achieved Objective on your personal board).

C17 Once per round, perform an Academy action to purchase 1 Wax Seal.

Chaffinch Tokens

Players can use these Chaffinch tokens to cover the victory points that are gained the first time an Explorer crosses a ribbon on the Islands tracks. This will make it easier for players to remember which ribbons have already been scored.

Amber Research Tokens

Players can use the amber Research tokens to track the Specimens they have researched that have not yet been delivered to the Museum. Replace the amber Research token with a clear Research token when you or an opponent delivers that Specimen to the Museum.

Distinction Tiles

These tiles will customize the Diary distinctions.

Setup

1. Shuffle the Distinction tiles face down.
2. Place the Distinction tiles face up over each of the printed distinctions above the Main Diaries and the Special Action Diary on the main board.

Gameplay

Players gain the bonuses shown on the distinctions in the same manner as the base game. Refer to the base game rules for descriptions of the actions.